SECTOR ONE

SPACEFARERS GUIDE TO PLANETS

The planets used in this Guide were inspired by some of the best writing in Science Fiction and Fantasy. On top of all entries in this Guide you will find the title, author, and publisher of the book that has Inspired our description of that planet. The planet descriptions in this Guide are not to be taken as accurate descriptions of the book listed, rather the book has been the inspiration for our description. In some cases we had to change some elements of the book so that the planet involved would fit into a universe of FTL (faster than light) spacecraft, and of traders roaming the Galaxy in search of profit. In other cases we had to try to guess at the authors intentions, what was the gravity of the world, .8, 1, 2? how much water covered the surface 30%, 60%, 80%?.

We feel that all of the books we have used are well worth reading. You will find you will get a lot more enjoyment out of your gaming after having read the books. It is especially important for the moderator to read the books to get the "feel" of the planet-all the small details that make each planet interesting and unique, but were outside the scope of thie Guide to include. If you can not find these books at your local stores, feel free to write to us for the addresses of where these books can be obtained.

Cover photograph of Mars courtesy of National Aeronautics and Space Administration. Use of this photograph does not state or imply the endorsement by NASA or by any NASA employee of this book.

Spacefarers Guide to Planets

Sector One

by Ed Lipsett

With special thanks to Rick Cook, without his help this guide would not have been possible.

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This is a book of ideas. It is not meant to be the moderator's entire galaxy, but merely a small portion of one. Many of the planets listed in this guide may seem familiar to you, and that familiarity will help you to recreate your own favorite worlds in your galaxy. Of course, since this is just a brief sketch of a corner of the galaxy, the moderator will have to do some filling in at the corners, and will have to create some planets to fill his specific needs.

Each page of this guide presents a brief sketch of a planet, and gives a short rundown of the physical and mental attributes of the race or races that inhabit it. Their culture, technological achievements, and trading possibilities are listed, along with the average population of the planet. The planet itself is also described, and the important specifics are listed in the last entry.
S=type of Spaceport with "A" being the most advanced port.
P=population of planet, the number is the exponent of 10, so **P** 8=100,000,000.
H=per-centage of planet surface covered by water.
A=type of atmosphere, norm being oxygen.
G=gravity, 1 being Earth gravity.
Along with the description of the population of the planet there are modifiers which the moderator should apply to indivuals born on that world. Most of the changes are additions or subtractions to die rolls, or show skills acquired, but several races the moderator will have to use his own judgement as they are not humanoid. The planets are numbered from one to one hundred, so that the moderator can use simple percentile dice for the determination of which planet if the birthplace of a particular character.

Following is a star system generation table that will produce entire stellar systems, complete with star class, and the quantity and type of its planets. Each planet will receive values for gravity, atmosphere, hydrography, number of moons, and technology level. On rare occasions, these charts will generate interesting special planetary types, which are described below.

Dyson Sphere: The Dyson sphere is a hugh sphere of matter entirely englobing a star. It is built by advanced civilizations, and it is constructed out of artificial matter. The inside of the globe is sculpted into whatever shapes and terrain the builders desire, and gravity is maintained by the use of artificial gravity generators that are scattered about on the surface. Note that the surface area of a Dyson sphere whose diameter was Earth orbital distance would be fantastically greater that the surface area of a single planet. If this special type is rolled, there will be no other planets in the system, but keep rolling to determine gravity, atmosphere, hydrography, and technological level.

Anti-Matter System: In this case, the system is rolled exactly like a standard system, and is populated if needed. The only difference is that all of the mattter in the system is anti-matter, which means that it will explode violently upon contact with normal matter. It is impossible to tell whether an object is normal matter or anti-matter without actually touching it with something. No known force will contain an anti-matter explosion, but anti-matter iron will be affected by a magnetic field just like regular iron will.

Random Shift: In this case, the star has no planets or debris of any kind, and is merely a shift gate to another point in the galaxy, determined randomly by the moderator. Any player entering this system would have enough time to tell that he was being shifted again, but would not be able to determine where he was going.

Wanderers: The wanderers are usually found in interstellar space, but may occasionally be found in systems. Continue rolling the system normally, and add one to ten Wanderer ships afterwards. They usually mass from 5,000 to 12,000 tons, and are designed to be totally self-sufficient, non-agressive worlds. However, a Wanderer ship that is attacked has many weapons to defend itself with.

Robotic Ships: Continue rolling the system normally, and after you are finished, put a few self-repair stations in the system, and fill it with a hugh number of fighting ships that are attacking each other. They have been fighting and repairing themselves for thousands of years, and will probably not recognize any other ship as friendly, although they may respect neutrality. However, you must convince them that you are from a neutral nation that existed at the time their memories were installed.

Planetary Disc: In this case, there is only the one object floating in space, and there are no moons or planets. It is a hugh disc surrounding the star, which sits in a hole in the center of the disc. The disc is built of extremely dense matter, and its surface gravity should be determined normally. Note that the disc has two sides, each of which is inhabited, and the the disc will range in temperature from super hot at the inside to almost absolute zero at the rim. As with the Dyson sphere, the surface area is immense.

Beacon: Continue rolling the planets and their characteristics normally. After all of them are finished, add a beacon to one of them at random. This is a stasis box that will contain an artifact from an earlier civilization. While the artifact is usually a weapon, stasis boxes have been known to contain almost anything. They are very difficult to open without the help of expensive and complex equipement.

Pre-Nova: Determine all characteristics normally, and add the fact that the star is about to become nova (within 5 years). This can be determined by the player in a number of ways, but usually only if he has the intelligence to look for it.

Ringworld: If there is a ringworld, it will be the only structure in the system. It is a band of matter encircling the star, and its characteristics should be determined as a normal planet. Again, note that the surface area is immense.

Rosette Worlds: In this case, roll the planets normally, but one of them will have two close doubles on the same orbit. Determine which planet at random, and then roll up the duplicates. Note that these were probably built a long time ago, so that they may not be very close anymore, and may not even be inhabited.

1 Stellar Type

die roll	stellar type	color	surface temp
01-04	O	blue	35,000
05-10	B	blue-white	21,000
11-19	A	white	10,000
20-33	F	white-yellow	7,200
34-49	G	yellow	6,000
50	G binary	yellow	6,000✲
51-67	K	orange	4,700
68-70	K binary	orange	4,700✲
71-96	M	red	3,300
97	M binary	red	3,300✲
98	black hole	invisible	-✲✲
99-00	small nebula	remnant of supernova	-✲✲

✲ roll for second star
✲✲ no planets or debris

2 Number of Planets

die roll	number of planets
1-2	one planet
3-4	two planets
5-6	three planets
7-8	four planets
9-10	five planets
11-12	six planets
13-14	seven planets
15-19	no planets
20	special planet chart

3 Special Planet Chart

die roll	planet type
1	Dyonsphere
2	Anti-matter system
3	Random Shift
4	Wanderers
5	Robotic Ships
6	Planetary Disc
7	Beacon
8	Pre-Nova
9	Ringworld
10	Rosette Worlds
11-20	-✲

✲ reroll on number of planets chart

4 Planetary Type Chart

die roll	planetary type	atmosphere	gravity
1-2	**M** Mercury	-30	-20
3-5	**V** Venus	+10	-5
6-9	**T** Terra	-	-
10-11	**S** Mars	-10	-
12-13	**A** Asteroids	-90	always zero
14-18	**J** Jupiter	+50	+25
19-20	**P** Pluto	-70	-25

The numbers under the atmosphere & gravity columns are die modification to be used on Atmosphere & Gravity Charts.

5 Moon Chart

die roll	number of moons
01-10	0
11-13	1
14-16	2
17-19	3
20	1-20

6 Atmosphere Chart

01-05	none	52-61	norm oxy taint
06-10	trace	62-71	norm exotic
11-20	low exotic	72-81	high oxy
21-30	low oxy	82-91	high oxy taint
31-40	low oxy taint	92-00	high exotic
41-51	norm oxy		

Note: high, low, normal refer to atmosphere pressure.

7 Hydrographic Chart

die roll	% of water	die roll	% of water
01-07	0%	55-63	60%
08-14	10%	64-72	70%
15-24	20%	73-81	80%
25-34	30%	82-90	90%
35-44	40%	91-99	100%
45-54	50%	00	continuous vulcanism

8 Gravity Chart

die roll	gravity	die roll	gravity	die roll	gravity
01-05	.3	45-49	1.2	77-80	2.6
06-10	.4	50-55	1.4	81-84	2.8
11-15	.5	56-60	1.6	85-88	3
16-20	.6	61-64	1.8	89-92	3.3
21-25	.7	65-68	2	93-96	3.7
26-32	.8	69-72	2.2	97-99	4
33-38	.9	73-76	2.4	00	5
39-44	1				

9 Technological Level Chart

die roll	technology & population
01-50	no life forms
51	single planetary life form
52-89	life, but none intelligent
90	technology 0, population 6
91	tech 1, pop 7
92	tech 2, pop 7
93	tech 3, pop 7
94	tech 4, pop 8
95	tech 5, pop 8
96-00	roll 1-10 die below

die roll	tech & pop
1	tech 6, pop 8
2	tech 7, pop 9
3	tech 8, pop 9
4	tech 9, pop 9
5	tech 10, pop 10
6	tech 11, pop 10
7	tech 12, pop 10
8	tech 13, pop 11
9	tech 14, pop 11
10	tech 15, pop 12

1 XOSA

Planet Explorer

© M. Leinster

Avon 1957

Physical Human, high resistance to ultra-violet & infra-red light, no fear of heights, Radiation Tolerance +2, Desert Survival +3.

Mental Apache culture, code of honor, coup system, rite of manhood, Honesty +2.

Culture Modernized, technological, Apache.

Techno Up to Par.

Import Technology, Consumer Goods.

Export Metal.

Notes Planet is very arid, average temp 160° F. Many mesas, high winds, lot of sand.

S D **P** 6 **H** 10 **A** norm **G** 1.4

2 SAPLETO

Last and First Men

© Olaf Stapleton

Dover 1968

Physical 2' tall, membrane from long middle finger to foot, other fingers are ribs for sail, index and thumb free of membrane. Body streamlined, covered in wool. Legs and feet used as tail. Huge breastbone, other bones hollow, very light body, can walk as well as fly. Reflexes + 4, Strength + (1 +[1-6]).

Mental Have telepathic commucication within their own race. Always want to fly. Mature rapidly, live until 50, but usually suicide at 40. There is a 20% chance that any individual is currently dying of nerve cance, which causes great pain. To fly is highest goal of race, but must switch 24 hours of flying with 24 hours on ground.

Culture They live on huge, one mile tall, one-half mile square pylons, which are ruins, thousands of years old.

Import Labor saving devices for all ground occupations.

Export Radioactives, Artifacts.

Notes Floating vegetable islands, up to 1000 miles accross. There are almost no land animals, just birds and fish. The major food source is free floating algae.

S 4B **P** 9 **H** 95 **A** dense oxygen **G** .85

3 GANYMEDE

Farmer in the Sky © Robert Heinlein Dell 1968

Physical Human, well tanned, Strength -3, Endurance -2, Radiation Tolerance +2.

Mental Human.

Culture Company owned & run planet with a representative council. Individualistic, disaster-unified population. No metal on planet so all construction of stone.

Techno Heat-traps for light & heat, no faster-than-light drive.

Import Luxuries, Technology, Steel, Seeds,

Export Fresh Foods, Artifacts.

Notes Planet is a small satellite of a Jupiter class planet, many small earthquakes. There is a stringent import check for seeds, animals, etc.

S 3C **P** 6 **H** 0 **A** thin oxy **G** .3

4 OSNOME

Skylark of Space © E. E. Smith Pyramid 1968

Physical Humanoid, green skin, yellow eyes, black hair, Strength -3.

Mental Love jewels & weapons. Fitness (mental & physical) is mandatory. If an individual is found incompetant, he, his superior, his superior's superior, etc., must suicide. Edged Combat +1, Pistol, Rifle +2.

Culture Eugenic control of population strongly enforced. No vices, physical or mental. All construction of metal.

Techno Good, but behind in weaponry.

Import Gems, Salt, Weaponry.

Export Metal Tapestries, Alloys, Special Alloys, Heavy Metals, Gems (including Radiant, Industructible Faidon).

Notes Trinary star system. Air pressure is double Earth norm, temperature is 100° F., water is copper sulphate. Planet is never dark due to trinary suns. **Empire Counselate** on planet. Interesting Fauna; Karlon: torpedo shaped, forty tentacles, fourteen wings, row of eyes on each side, sharp beak, armoured.

S D **P** 10 **H** 80 **A** norm taint **G** .4

5 OURELLE

Jondelle
© E. C. Tubb
DAW 1973

Physical Many different races of humans.

Mental All types, including insane raiders.

Culture Each city is surrounded by agricultural holdings. Very strong guilds control all skills. Raiders wear masks & armor decorated with beast imagery.

Techno Up to par. Cities have sharply curved streets. Raiders use devices that look like lances and shoot ten explosive missiles.

Import Luxuries.

Export Gems, Special Alloys.

S A 2B **P** 8 **H** 70 **A** norm **G** .92

6 TRIDENT

D-99
H. B. Fyfe
© Pyramid 1962

Physical Lobsters, 6' tall, live 3,000' underwater, 10 limbs connected near head, 2 pincers, 2 manipulars, 6 legs, armored body, 2 eyes on 1' stalks, 2 eyes on 3" stalks, infra-red vision. Ocean Survival +3, Swimmer +2.

Mental Normal.

Culture Normal.

Techno Permanent cities, fusion powered submarines.

Import Radioactives, Electronic Parts.

Export Drugs, Submersiables, Perfumes.

Notes There are telepathic fish who repeat messages along chain to other fish.

There is a small human trading base (about fifty people) on planet, also an **Empire Counselate.**

S A **P** 10 **H** 95 **A** exotic **G** 2.3

Lucky Starr and the Oceans of Venus

Issac Asimov
© Doubleday
Signet 1972

Physical Human, all males have thick mustaches.

Fear of open sky, Strength -1, Submarine +2

Mental Human

Culture Standard.

Techno Population lives in domed underwater cities. Up to 250,000 per city. Total population 6 million, living in 50 cities. They eat nothing but yeast products. Have submarines.

Import Power Plants, Radioactives.

Export Yeast of all types & flavors, Seaweed fertilizer.

Notes There is always total cloud cover. Diameter is 7700, 36 hour day. Temp. 20 - 200° F. Atmosphere is carbon dioxide & nitrogen. Oceans are up to ten miles deep. Aquatic life is flourescent.

Interesting Fauna:

Ribbon Worms: up to three meters long.

V-Frog: 8" long, 6 feet with fins down vertebra, beak, love to eat hydrocarbons (grease & oil). They are active and passive empaths.

Patches: Disc shaped, move by ejecting water, will sink to bottom of ocean to digest food. 3' to 300' average, maximum 3000' diameter.

Arrow Fish: barracuda type fish.

S 28 **P** 8 **H** 100 **A** exotic **G** .83

8 NORSTRILIA

Norstrilia

C. Smith

© G. Linebarger

Ballantine 1975

Physical Human.

Mental Human, slow to feel emotions, dangerous when angry, telepathic.

Culture Sheep Herding main occupation. Engage in feuds. There is a test at manhood for physical & moral ability, and telepethy.

Techno Up to par, and up to maximum.

Import Consumer Goods, Protection (mercenaries).

Export Anagathics.

Notes Raise viral-infected sheep, extract anagathic from sheep. Virus causes sheep to be immobile & grow to immense size. Virus cannot be grown off planet. Superb Defense system around planet. **Empire Counselate & Travelers** on planet.

S 6A **P** 9 **H** 20 **A** norm **G** 1

9 HYDORIA

Red Tide

© D. D. Chapman & D. L. Tarzan

Ace 1975

Physical Human, have gills which take Oxy from water, feed on Hydrogen from water, do not eat, do not have any muscles for walking on land. Ocean Survival +4, Swim +2, Sword, Knife.

Mental Human.

Culture Nomadic, have centers for learning, law, fighting, mating, etc.Each group has a ruling family. Individuals who diseases, injured, or old are usually abandoned.

Techno Metal, Plastic, Shell, swords & knives.

Import Water-proof Metals, Communications Devices, Transportation, Factories, Art, Luxuries.

Export Fish Protien, Spices, Drugs.

Notes Planet is covered with mostly shallow water.

S X **P** 9 **H** 100 **A** none **G** 2.8

10 MOTE PRIME

Mote in Gods Eye

© J. Pournelle & L. Niven
Simon & Shuster 1974

Physical Humanoid, 4' tall, no toes, ridge on front of foot, 2 right arms, 4 fingers 2 thumbs, left arm 3 fingers 1 thumb, no neck, left side of head joins left shoulder, large ear on right, able to rotate 190° at waist, must reproduce or die. Strength -1, Dexterity +4.

Body shapes and sizes differ, each of the following classes have distintive body shapes: Porter, Farmer, Watchmaker, Messenger, Worker, Physician, Warrior Mediator, Master.

Mental Racial Instinct to preform job.

Culture Must reproduce in order to live, this causes population to grow to unsupportable levels, society then collapses with great loss of life & the cycle starts over again, each cycle lasts 100-400 years. At top of cycle have fusion power, at bottom have stone tools, cycle is near top at present.

Techno Fusion Power, Force-field Airlocks, Frictionless Surfaces, can Synthesize almost anything.

Import Metal, Warp Drive.

Export Technology.

Notes Atmosphere has filterable poisons, 27.33 hour day, very flat terrain, old nuclear craters on surface.

WARNING: Empire Battle Fleet will destroy any ship that does not let itself be searched and boobytrapped entering & leaving system. NO natives allowed out of system.

S A **P** 11 **H** 50 **A** norm taint **G** .87

11 STAR

Star (Psi Cassiopeia)

C. I. Defontenay

© DAW 1975

Physical Human dominent race. Natives are slaves called Replus, 4' tall, blue fur, large drooping ears, humanoid. Offspring between Human & Replus is sterile.

Mental Human.

Culture Government run by council of 400, members must already be famous before they join. Active criminal underworld.

Techno Ships drawn by domesticated whales, steel bows.

Import Art, Books, Beautiful Artifacts.

Export Diamonds, Gems, Art, Tree-Sap China.

Notes Star has four suns: primary is white, also green, red, & blue sun, 4 moons. Vast forests & oceans. Two large continents connected only by ithsumus, main city is on isthmus, number of canals in city. Trees seem to be made of porcelain. Each home has a bird of azure blue, beak & wingtips gold, it is bad luck if bird dies, it is protected by a white eagle.

S A 3B **P** 8 **H** 60 **A** norm **G** 1

12 AKWAIR

Dolphin Boy

© Roy Meyers

Ballantine 1966

Physical Dolphins, intelligent, placed on planet by humans from Earth, also whales (including Orca).

Mental Human, knowledge handled by "Disseminators", who are cared for & protected by other dolphins.

Culture Nomadic, family-clan structure, mostly stay on continental shelves.

Techno None.

Import Money, Communications, Orbital Defenses.

Export Heavy Metals, Pearls, Coral, Drugs.

Notes Hugh archipelagos scattered across oceans, no major islands, many costal shallows. **Empire Counselate** on planet.

S C **P** 10 **H** 80 **A** norm **G** 1.1

Little Fuzzy

© H. B. Piper

Avon 1962

Physical Human, also Fuzzies: 2' tall, 15-20 pounds, biped, omnivorous, round head, golden fur, eat landprawn, tailless, ultrasonic speech, Strength is 2, Dexterity +3, Ultrasonic.

Mental Human, Fuzzies are trusting & clannish.

Culture Fuzzies have primitive family structure, Humans have strict democracy, elected governor, colonial police force protects fuzzies, duelling legal.

Techno Fuzzies have none, Humans: 6mm. pistol, 12mm. rifles, helicopters, groundcars, electronic truth verifyers (weigh 2,000 pounds), mach 3 planes, translators to Fuzzy ultrasonics (cost 20 credits).

Import Almost Everything Mech & Tech.

Export Sunstones (thermoflourescent, worth 400-50,000 credits), Gold, Cadolinium Brandy, Perfume, Hardwoods, Fuzzy Pelts (worth 4,000 on black market), Live Fuzzies (worth 10,000 on off planet black market).

Notes 6 continents, 2 moons, **Empire Navy Base** on outer moon, one major city.

Landprawn: land crawfish.

Harpy: pterodactyl type.

Damnthing: 1 horn on forehead, horns on each side of lower jaw, dog shaped.

S B **P** 6 **H** 60 **A** norm taint **G** 1

14 XULTHOOM

Star Magicians
Lin Carter
Ace 1966

Physical Human, tall, gaunt, thick skins, sunburn easily.

Mental Afraid of sunlight, always hidden, Mining +2.

Culture God King is "immortal", omniscient, omnipotent.

Techno Sword, Lance, Ax, Box, **First Empire Anti-Grav Sleds** no for sale at any price.

Import Mining Equipment, Luxuries, Spy Devices.

Export Radioactives, Radian Gems.

Notes Always misty, windy, dusty, planet is all mountain & desert. There is only one surface city, it is a city-fortress. All other habitats subsurface.

S B **P** 7 **H** 0 **A** norm **G** 1

15 TRAN-KY-KY

Icerigger
© A. D. Foster
Ballantine 1974

Physical Humanoid, 6' 6" tall, 4' wide, 4 toes, 3 in front, 1 in back, barrel chest torso, slitted yellow eyes, omnivorous, ice-skate claws, skin membrane from wrist to hip, Strength -1, Endurance -3.

Mental Normal.

Culture Medival Earth type, chivalry, knights, castles, wandering bandits, gypsies.

Techno lance, sword, knife, heliograph, sleds & ice boats.

Import Long-life Heaters, Sugar, Steel.

Export Ozmidine (special alloy, value x10).

Notes Scattered islands, frozen oceans, temp 10° - -200° F., winds up to 300 kph, day 20 hours long. Interesting fauna:

Droom: large predator.

Gutorrbyn: batlike wings, streamlined bodies, forked tails, fly, hugh eyes, double row of teeth.

Stavanzer: 300' long, slate grey, sluglike, herd animal, vegetarian.

Empire Communications Station on planet.

S 7C **P** 8 **H** 0 **A** norm **G** .9

16 ARGUS

Venom of Argus

© Richard Avery

Fawcett 1976

Physical Human.

Mental Human.

Culture Human standard, elected officials.

Techno Up to par.

Import Power Packs, Power Plants, Techno Items.

Export Organic "Steel" Ropes, Mind Destroying Drug (temporary or permanent).

Notes 3 continents, day is 22 hours. Interesting flora & fauna:

Baboons: live in subsurface holes, tribal.

Blue Green Strand: flexiable, harder than steel, it is triggered by a "mushroom", if there is pressure on or near the mushroom the strand puts animal in cage & eats it.

Rhinos: males one horn, females two, males will sacrifice themselves to save herd.

Flowers: pollen will cuase males to lose ability to reason, reduced to emotions.

Dragonflies: large & carnivorous, live in swamps, larva in water, travel in 50 mph swarms, like pirana, encircle-play with-then eat prey.

Tree: 90' tall trunk, 9' wide, 18' mushroom top, pressure on ground cables causes tree to stab at pressure, then drop whatever has been stabbed into hole on top of tree.

S E **P** 5 **H** 68 **A** norm **G** .87

17 TERMINUS

Foundation **© Isaac Asimov** **Doubleday 1963**

Physical Human.

Mental Human.

Culture Direct rule by Emporer.

Techno Up to par, superb computers.

Import Metal, Radioactives, Information.

Export Information, Computers, Cash.

Notes Main occupation of population is the publishing of a galactic encyclopedia, it is almost a religion with them. **Empire Counselate & Communications Station** on planet.

S A **P** 9 **H** 70 **A** norm **G** .96

18 MAKASSAR

A Spaceship for the King **© J. Pournelle** **DAW 1976**

Physical Human, Strength -1.

Mental Human.

Culture Hundreds of small states along sea coasts, grasslands inland with nomatic barbarians, islands off coasts either sea-traders or pirates. There is almost constant war for food. Rigid warfare tactics except for barbarians. One major religion, has own city merchant fleet, war fleet, army.

Techno Chainmail & plate, crossbow, Roman style armor common, oared ships (few sails).

Import Weapons, Hi-Grade Steel.

Export Spice, Cloth, Silver, Steel.

Notes One continent, hugh icecaps, 2 large islands in North, seas mostly shallow. Most local animals & plants full of heavy metal poisons. **First Empire Library** is under main temple, guarded heavily, priests do not want anyone to go near it. Small **Empire Communication Station** (10 naval, 40 marine troops) on planet.

 S C **P** 7 **H** 80 **A** norm **G** .87

19 DAWN

Warriors of Dawn

© M. A. Foster
DAW Books 1975

Physical Humanoid, 5' tall, brown hair, large grey eyes, hugh pupil, 5 fingers little finger is second thumb, 4 toes, wide body can walk easier than humans, color, I.R., U.V. vision, bad night vision. Males are shaven or have hair in plumes, wear lionclothes, have tattoos hard to tell sexes apart. Reflexes +3, Danger Sense 0-5. Also Humans on planet.

Mental Rarely get upset, use base 14 numbers, will not use projectile weapons or weapons that leave the hand, consider them "unclean".

Culture Each family group of four parents has a total of 3 children, which intermix with other family groups, each family performs a specific function for the community, new families may be started with permission of the ruling family, breed human slaves for special traits such as beauty, strength. Humans that are not slaves work at subsistance farming. Humans trade food to Ler for equipment.

Techno very good, humans use low technology rafts, horses.

Import Food, Literature, Radioactives, Ships, Transportation, Unskilled Slaves (of special types).

Export Refined Fuel, Spice, Gems, Human Mutants, Computer Parts.

Notes Ler extremely skilled at hand to hand combat, can take out a laser armed human. Sun is blue, constant earthquakes, extreme axial tilt, mountains up to six miles tall, which divide planet into small areas, gorges cut through mountain ranges, temperature varies from 700° to -250° at poles.

S D **P** 8 **H** 50 **A** thin oxy **G** 1.1

20 VALERIA

First Lensman
© E. E. Smith
Pyramid 1966

Physical Dutch descent, but squat and massive. Strength +8, Reflexes +3, Endurance +3.

Mental Human.

Culture Human, elected democracy.

Techno Up to par.

Import Electronics, Tools, Mech.

Export Diamonds, Drugs, Special Alloys.

S C **P** 7 **H** 10 **A** dense oxy **G** 3

21 MARUNE

Marune: Alastor 933
© Jack Vance
Ballantine 1975

Physical Human.

Mental Physical contact is immoral, results in pariah status. Eating is done in private behind masks. Very sensitive to insults, all are scholars. Intimacy rare.

Culture All actions regulated by sunlight. No man may kill a higher ranked man. Feudal system. The nobility has an artform: to inhale a succession of aromas, to praise mcuh of inhale deeply is poor behavior.

Techno Stone castles, houses timber & stucco. Aircars very rare, usually illegal, one & two man open cockpit gliders. Embargo on energy weapons.

Import Luxuries, Liquors, Spices, Natural Scents.

Export Emeralds, Book of Deeds (all hand written & illustrated).

Notes 4 star system, orange dwarf, green, blue dwarf, red dwarf. No bright days, night every 30 days, night is a no law time by custom. Port has rental aircars. Listo: semi-intelligent biped, lives in highland forests, loose pelt, black-brown, internal budding to reproduce, bisexual. **Empire Counselate & Communications Station** on planet.

S 2B **P** 8 **H** 10 **A** norm **G** 1

22 MASKE

Maske: Thaery

© J. Vance
Berkley 1977

Physical Human.

Mora: Humanoid, slight build, black hair, olive complexion, eyes dark green to black, elliptical pupils, Dexterity +2.

Mental Both Human.

Culture Human; numerous countries on coast, primogeniture.

Mora: minimum social unit four people ("married" group), always kin-grouped to another household. Thief +1.

Techno Telephones, horse & power driven carraiges, small caliber auto-rifles, knives, shields, Air Force & Space Navy.

Import Luxuries, Advanced Weaponry, Computers.

Export Steel, Wood, Mora-made Rugs (quality is determined by how many lifetimes rug took to weave).

Notes Ocean forms ring around equator, high mountains near coasts, only coasts inhabited, ocean full of 30'-70' sail & powered boats which form a sea nation.

WARNING: Strict laws against aliens in some nations. Starship landings not allowed in national areas.

S X **P** 8 **H** 30 **A** norm **G** 1

23 TRENCO

First Lensman
© E. E. Smith
Pyramid 1965

Notes No Intelligent Races.

Massive Visual Distortions on planet surface. Rains 47" per night. 850 mph winds, violent electrical storms. Air pressure is triple Earth standard.

Almost all vegetation contains the drug Thionite. Thionite affects all warm blooded beings. The drug is purple, it is inhaled, then fufills every desire in user.

Armed **Empire Warbase** in orbit.

S A **P** 2 **H** 30 **A** exotic **G** 1

24 ASTRA

Starborn
Andre Norton
© World Pub. Co.
Ace 1957

Physical 4' tall, silky hair, hugh eyes, no eyelids, 3 fingers and opposing thumb, webbed feet, no visable ears

Spear +1, Dagger +1, Ocean Survival +3, Swimming +3

Mental Curious, brave, claustrophobic, trusting. Telepathic, but rarely with other species.

Culture Primitive tribal; each tribe has its own territory, a chief (usually an elder) rules a tribe.

Techno Spears, daggers, mostly made of bone.

Import Tools, Equipment, Machines, Plastic Cloth.

Export Spices, Artifacts.

Notes 5 hidden First Empire bases, mostly ruined, on planet.

Interesting Fauna

Flying Snake: maximum 18-20' long, has barbed tail & fangs

Duocorn: horse like, slate blue colored, antelope type horns, deadly.

T-Rex Type: 7-10' long, webbed feet, long neck, oviparous.

S X **P** 8 **H** 50 **A** norm **G** 1.2

25 HARMONY

Sweetwater
© Laurence Yep
Camelot 1975

Physical Human.

Argan: furry, 4' high, 8 legs, each used as either hands or feet, faceted eyes, extremely strong, good swimmers.

Mental Inland Humans: Normal.

Coastal Humans: hate the land & outsiders.

Argan: love music, hate people.

Culture Inland Humans: Normal.

Coastal Humans: nomadic, live in boats or in half-sunken cities, live off sea.

Argan: Live in distant coastal waters or in sunken cities, once a decade they spin cocoons & sleep for a week, this rejuvenates them, they are immortal.

Techno 20th century Earth , some newer but very rare & expensive.

Import Inland Humans: Luxuries.

Coastal Humans: Boats, Weapons.

Argans: Nothing.

Export Sunfish, Coral Gems, Argan Cocoon Fabric, Seadragon Eggs (50,000 credits each, 3" cube, empaths good feelings).

Notes Planet has three moons, 50 year tide cycle, salt water oceans, rainy winters.

Sunfish: up to 130 pounds, swim inland to spawn each fall, gold, good eating.

Seadragon: 2,500' long, sausage shaped, weigh 100 tons, hugh fins, triangular head on long snakelike neck, vegetarian, lives on giant kelp.

Medusa: mobile sea anenomes, up to three cubic feet, can kill.

Hydra: up to 2' long, squid shaped, several tentacles each with suckers strong enough to draw blood by suction, predators, moves short distances at very high speeds, transparent red, hunt in packs, can survive in air for 10 minutes.

S 2C **P** 7 **H** 70 **A** norm **G** 1

26 LANI

Planet Explorer

© M. Leinster

Avon 1957

Physical Human, Strength +1, Mountain Survival +1.

Mental Human, Mining +2.

Culture Human Standard, entire economy based on mining.

Techno Standard, but poor.

Import Vehicles, Power, Mining Equipment, almost anything else.

Export Metals.

Notes There is an artificial ring of dust around planet. Maximum temp about 40° F.

S D **P** 7 **H** 0 **A** norm **G** 1.2

27 PILOS

Galactic Derelict

© A. Norton

Ace 1959

Physical Humanoid, long narrow clawed toes, batlike wings, large pointed ears, deepset eyes, vertical slit nose, fangs. Lance +2, Blowgun +2.

Mental Human, have mating season, strongly protect women & young (young cannot fly).

Culture Tribal.

Techno Blowgun & poison darts, lances.

Import Teachers, Power Sources, Weapons.

Export Perfumes, Spices, Woods, Artifacts.

Notes Vast ruined **First Empire Cities** on planet. Vegatation is green-blue with some scattered orange-red. Interesting fauna:

Sabertooth: 8′ long, 6 legs.

Puppy: long narrow wings, 3 legs (2 in front, 1 back), 4 eyes (2 front, 2 back), pale blue fur, blue eyes, 2′ long, curious.

Unnamed: 4 high arms, 2 lower tentacles, 4 legs, round head, thick hair, very strong, carnivorous, nocturnal, carnivorous, run in packs (1-100).

S 3D **P** 7 **H** 70 **A** norm **G** 1.1

28 VALHALLA

Time Enough for Love

© R. A. Heinlein

Berkley 1975

Physical Human, average height 6' 3". Mountain Survival +2, Knife +2.

Mental Human.

Culture Company owns ports, individuals own rest of planet. Few women, many knife duels.

Techno Up to par, most transport by sleigh & reindeer.

Import Almost Everything.

Export Heavy Metals, Furs.

Notes No seasons, temp always about -30° F.

S B **P** 8 **H** 30 **A** norm **G** 1.14

29 ARCON

Yellow Fraction

© Rex Gordon

Ace 1969

Physical Human, die at age 40.

Mental Human.

Culture Military Dictatorship, otherwise normal, university training obligatory.

Techno No energy weapons, airplanes, wheeled vehicles.

Import Steel, Grain Meat.

Export Iridium, Tantalum (Special Alloys).

Notes Blue grass, pink beaches, shallow inland seas, vast deserts, lot of dust in air causing "blue" air, lost of swampland. Dust in air causes humans to age twice as fast as normal. Most dangerous fauna is a 9" frog which spits tactile nerve poison. Arcon is the 37th planet in a binary system. It has a 90 year irregular orbit. There are three power cliques :

Blue: wants to modify man to the planet.

Green: wants to modify planet to man.

Yellow: wants to leave planet. (Yellow clique members are pariahs, no jobs or government relief).

S B **P** 8 **H** 20 **A** norm taint **G** .9

30 RIGEL

First Lensman

© E. E. Smith

Pyramid 1966

Physical Oildrum body, 4 blocky legs, many tentacles, immobile domed head, no eyes or ears, deaf, radiation tolerance. Strength +3, Endurance +6, Desterity -3.

Mental Standard, but very unemotional, no drive, fatalistic.

Culture Standard.

Techno Standard, superb transportation network.

Import Consumer Goods.

Export Techno items.

Notes Star is a blue giant with much radiation.

S 6E **P** 8 **H** 20 **A** norm taint **G** 1.5

31 LIBAUR

Hunters of the Red Moon

© M. Z. Bradley

DAW 1973

Physical About the same mass as human, but able to change shape at will, cannot be kiled except by a direct hit in the brain, long lifespan, asexual (fission).

Mental Love to hunt & kill.

Culture Anarchy, capture & hunt beings that land on world.

Techno Primitive, radios & old spacecraft, some cyborg robots.

Import Orbital Defense Facilities, Electronics.

Export Small Artifacts.

Notes Single planet with massive moon, moon is completely red. A festival is held every two months: natives hunt intelligent beings that land on, planet, prey has choice of weapons, between dusk & midnite prey is safe in circles, festival lasts 11 days, survivors (it is extremely rare for prey to survive) get 100,000,000 credits & transportation off planet.

Moon: **S** E **P** 0 **H** 0 **A** norm thin **G** .9

Planet: **S** B **P** 7 **H** 10 **A** norm thin **G** 1

32 NEVIA

Triplanetary
© E. E. Smith
Pyramid 1968

Physical 4 independant eyes, 4 hands, 4 legs, scales, cold blooded amphibians.

Ocean Survival +3, Swimming +5.

Mental Totally logical.

Culture Similar to Human normal.

Techno Up to par, but non compatible.

Import Consumer Goods, especially fruit & spices.

Export Radioactives, Jewelry, Drugs.

Notes Cities consist of hexagonal towers, one-half underwater; many canals on planet.

S C **P** 8 **H** 100 **A** norm thin **G** 2

33 ARRAKIS

Dune
© Frank Herbert
Ace 1965

Physical Human.

Mental Human, Desert Survival +6, Reflexes +2, Knive +1, Discipline +3.

Culture Highly tribal,

Culture Highly tribal, custom bound, fierce discipline, superb soldiers.

Techno Swords, Desert Survival Suits, not interested in techno products except for Desert Modifying Technology, & Weapons.

Import Techno Weapons, Desert Modifying Technology (Weather satellites, modified grass, dew collectors, etc.).

Export Melange: addictive drug has geriatric & partial prophetic properties.

Notes Entire planet is like Sahara Desert, North Pole is mountainous.Sandtrout encyst (enclose with their bodies) water. They change to Sandworms, water is poison to them as sandworms. Sandworms produce Melange as they move in desert. Sandworms are huge (can swallow helicopters), and deadly. Sound or regular movement upon desert attracts them. They can be ridden but requires special tools and skills.

S 4C **P** 7 **H** 0 **A** norm taint **G** 1

34 TAMBOOL

Earthblood
© K. Laumer & G. R. Brown
Doubleday 1966

Physical Many races both humans & aliens.

Mental Many races both human & aliens.

Culture Old trading city, hundreds of different races living in enclaves, no laws.

Techno No production, but lots of leftover and imported equipment, intensive farming communities around city.

Import Anything, lots of black market dealing.

Export Anything, lots of black market activity.

Notes Planet mostly desert. **Empire Counselate, Communication Station, & Travelers** on planet.

S 3B 6C **P** 8 **H** 50 **A** thin **G** .9

35 WATSON

Starbrat
© John Morressy
Walker 1972

Physical Human.

Mental Human, trained to be emotionless information collectors, no initiative, do things only how they have been done before.

Culture Wear masks and color coded uniforms.

Techno Up to par, best computers in known space, superb hydroponics, null G tubes in cities.

Import Information.

Export Information, usual cost 2-6 million credits per question, they may accept the asker performing a mission for them in lieu of payment.

Notes On landing on planet each person must fill out 6 hours worth of forms and answer 4 hours of question. The planet is totally built up except for the sea, only primitive life in sea. Watson has extradition treaty with almost all other planets. **Empire Naval Base, Scout Base, & Travelers** on planet.

S 3A 5B **P** 11 **H** 70 **A** norm **G** 1

36 PAO

Languages of Pao

© Jack Vance

Ace 1958

Physical Human, 5′ 6″ tall, fairskin, hair brown or black.

Mental Human, peaceful, caste & status important, get lonely, scared of open spaces.

Culture Hereditary ruler on each continent, a high king over all, have concubines, base 8 number system.

Techno Up to par, massive, labor-intense agriculture.

Import Food, Luxuries, Drugs.

Export Art, Machinery, Equipment, Guns.

Notes Eight continents, no seasons or climate change. **Empire Naval Base & Counselate** on planet.

S 8D **P** 10 **H** 20 **A** norm **G** 1.04

37 MIDWORLD

Midworld

© A. D. Foster

Nelson-Doubleday 1975

Physical Human, 5′ tall, massive upper torso, prehensile toes, green eyes, dark brown skin & hair, Strength +1, Balance +3, Dexterity +3, Acrobat +3.

Furcot: mobile plant, 6 legs, dark green fur, 3 eyes, long ears, tusks, weigh 500 pounds, supersharp claws, similar to bear.

Mental Human, ecologically conscious, 3D conceptualization of space, human & Furcot can empath with native plants.

Culture Human, Furcot: tribal, symbiotic with home plant (protection basis).

Techno Primitive, rifles of vegetable materials, knives.

Import Orbital Protection Devices & Similar Technology.

Export Wood (x2), Spice, Seeds, Anagathic (from burls on home trees, each burl worth 10-20 million on black market).

Notes Planet is one landmass, all forest, no seasons. Trees are ¾ mile tall, seven distinct levels, different flora & fauna on each level, home tree only lets own tribe into it.

S D **P** 7 **H** 0 **A** norm **G** 1

38 NIOND

Rogue Queen
© L. S. deCamp
Ace 1951

Physical 6′ 7″ tall, weigh 150 pounds, 3 fingers & thumb, slit pupils, rose-red skin, crested hair (mohawk style), egg layers.

Mental Very little sense of humor, hive is all important. Sword +1, Knife +1, Spear +1.

Culture Beelike, neuter females, very few males, fertile queens. Hives engage in wars for food.

Techno Bronze Age, swords, knives, bows, spears.

Import Steel, Musical Instruments.

Export Cereal Grain.

Notes All life on planet bipedal, hairless except for crest.

S B **P** 8 **H** 40 **A** norm **G** 1.1

39 TOLK

A Hostage for Hinterland
© A. Darnay
Ballantine 1976

Physical Human, city dwellers lifespan 55, tribal members lifespan 80 years.

Mental Passive Empaths, city dwellers & tribal members do not mix.

Culture Cities: technology fanatics, synthetic food, 39 cities, have clique wars for control of government.

Tribal: Ecology fanatics, frown on technology but use some.

Techno Cities: Aircraft, fusion power, jetbelts, radio & tv, gas guns & missiles.

Tribal: Ponies, crossbow, knives.

Import Cities: Helium, Luxuries.

Tribal: Steel, Ultra Plastics, Weaponry.

Export Cities: Techno Items.

Tribal: Textiles, Furs, Gems, Spice.

Notes Massive amounts of radiation around. Cities are 3 km. tall pillars, grav supported, dome on top, helium cooled. Giant rabbits telepathically induce protection & pity in humans.

S C 3D **P** 9 **H** 70 **A** norm **G** 1

40 SCAR

Jester at Scar

© E. C. Tubb

Ace 1970

Physical Many races, mostly human.

Mental Many races, mostly human.

Culture No industry, no ruling class, no stable population.

Techno Machetes, slug guns, some aircraft but very expensive.

Import Aircraft, Airrafts, Electronics, Tools, Polymers.

Export Spores & Fungus of rare types, all type Tourism facilities.

Notes No native land life, but much aquatic. Planet has 15 days dusk, 30 days night, with continual rain, 15 days dusk, 30 days very hot days. Planet's sun is Red Giant.

S C **P** 7 **H** 50 **A** dense oxy **G** 1

41 DIKOTOMIO

Jack of Shadows

© Robert Zelazny

Signet 1971

Physical Human: Nightside population has random mutations.

Mental Human: Dayside population will not accept the existance of nightside.

Culture Dayside: Elected president and council.

Nightside: Feudalistic anarchy.

Techno Dayside: Twentieth Century Earth.

Nightside: Medival Earth, have good espers, espers will fight for power.

Import Dayside: Advanced technology, Luxuries, Power sources.

Nightside: Weapons, Communication Devices, Esper Drugs.

Export Dayside: Gems, Wines, Textiles.

Nightside: Esper Training, Furs, Gems.

Notes Planet does not rotate, but both sides are habitable. There is a subsurface artifact: a working, self-protecting computer. On Darkside there is a psi-source (located in a swamp) that can bring people back to life. **Empire Counselate on** Dayside.

S 6A **P** 9 **H** 40 **A** norm taint **G** .95

42 GRAM

Space Viking
H. B. Piper
© H. B. Piper
Ace 1963

Physical Human

Mental Human

choice of 2 combat skill, +2; all other combat skills +1

Culture The government condones pirates and raiders. Political structure is new-feudalism; peon to duke to king. Each duke has hereditary land and usually only industrial or agricultural specialty. **Empire Conselate** on planet.

Techno up to par

Import Luxuries & Information

Export Farm Goods, Mech, Electronics, Technicians, Information

S 6A **P** 10 **H** 50 **A** normal **G** 1

43 ELTANIN

Planet of Exile
© U. K. LeGuin
Ace 1966

Physical Human, humans need enzyme shots to eat food.

Hilf: Humanoid, yellow eyes, Ax +2.

Mental Human: Normal, can telepath voluntarily (projection only) Psi Level +4.

Culture Human: ten man ruling council.

Hilf: tribal, status important, polygamous.

Techno Human: Dartguns (shoot 50 meters, dart drugged), crossbow.

Hilf: Sword, spear, sling, ax, carts, tents.

Import Technology, Medical supplies & technology, Transport Mech.

Export Furs, Copper.

Notes Planet mostly mountains & forests, one Eltanin year equals 60 Earth year, winter 15 years long, moon on 400 day cycle. Hilfs stay underground during winter, winter winds up to 100 mph. 2,000 humans on planet.

S C **P** 7 **H** 70 **A** norm **G** 1

44 DASOR

Skylark Three

© E. E. Smith

Pyramid 1967

Physical 6' tall, thick green skin, hairless, black eyes, very short arms, broad shoulders, webbed fingers and toes, weigh 300 pounds, can stay under water for one hour. Ocean Survival +4, Swimming +3, Diving +3, Strength +2.

Mental have a very strong urge to breed.

Culture Many laws, strongly enforced. Hereditary power elite.

Techno Tide motors, wave motors, beam power, floating cities.

Import Electric Power Devices.

Export Ocean Produce.

Notes Water is copper sulphate (poisonous to humans). **Empire Conselate** on planet.

S E **P** 9 **H** 90 **A** norm **G 1.8**

45 YIKTOR

Moon of Three Rings

© A. Norton

Ace 1966

Physical Human.

Thassa: smooth skin, no beards, hugh black eyes, silver white hair, eyebrows meet hairline, thin & agile, Dexterity +2, Endurance -2.

Mental Human.

Some Thassa are "Moonsingers", are able to perform mind transfer & animal control (when all three rings of moon are bright), use wand & incantations to focus powers, against Thassa law to do body change.

Culture Feudal system, guilds, trade fairs.

Techno Buildings designed to be both home & fort.

Import Fabrics, Agricultural Equipment, Tools.

Export Concentrate for rare wine, Furs, Esper Training, Aluminum.

Notes Moon with three rings varies, when all three rings are bright esper power is at highest level. Trade fair every 2 years, fairgrounds give immunity to all, breaking the peace during trade fair is punished by death.

S C **P** 8 **H** 60 **A** norm **G** 1.1

46 JONTAROU

Universe Against Her

© J. H. Schmitz

Ace 1964

Physical Cat type, bronze-brown fur, weigh 400 pounds max., up to 8' long not including tail, suckerpads on paws, 3" canines, green eyes, totally chameleon, white head, females smaller than males and have pompom on top of head.

Mental Pragmatic, telepathic within own race or to another telepath, Telepathy +4.

Culture Nomadic.

Techno None.

Import Esper Training.

Import Nothing.

Export Esper Training.

Notes Human colony on planet, have furs to trade want almost anything. **Empire Counselate** on planet.

S A **P** 9 **H** 55 **A** norm **G** .94

47 RAGNAROK

Survivors

© Tom Godwin

Gnome 1958

Physical Human, slightly stocky, ultra-fast reflexes, max height 5', 45 year lifespan, 100+ lifespan at 1 G. Strength +2, Reflexes +2, Honesty +3.

Mental High sense of responsibility toward race.

Culture Very tight clan structure.

Techno Up to par, all imported.

Import Technology, Defensive Weapons, Ships.

Export Drugs (Cathartics & Paralyzers), Rubies, Emeralds, Mercenaries, Pilots.

Notes Winter & Summer very long, extremes in temperatures, no heavy metals. Number of virulent non-contagious diseases on planet. Interesting fauna:

Prowlers: domesticated 300 pound wolf/tiger, black, telepathic recievers.

Unicorn: Bull shaped, grey, boar head, 1 curved horn, will call for help.

Mockers: 10 pound, bearlike, telepathic repeaters.

Crawlers: 6000 pound centipedes, 6 mandibles, poisonous.

S C 60 **P** 6 **H** 30 **A** norm **G** 1.5

48 LAON

Under the Green Star

© Lin Carter

DAW Books 1972

Physical Humanoid, elfin, large golden eyes, ivory skin, almost blind in sunlight, abilities include: Gliding, Bow, Forest Survival.

Mental Normal, no fear of heights.

Culture Hereditary class society, population fed by low-class hunters & gatherers, many city states.

Techno Primitive, bow, sword, lance, ride animals, some **First Empire Artifacts**, cities built on tree branches.

Import Weapons, Medicine, Mercenaries, Transportation Devices.

Export Amber (have incredible collection), Spice, Pollen, some Artifacts.

Notes Dim cloudy skies, 2 mile tall trees - main branches up to 60' wide - pale yellow leaves, high atmosphere pressure. Interesting fauna:

Ythid: suckerfeet, hooked snout, 6 legs, double row of teeth.

Zaiph: Dragonflies, 4 wings, green gold & crimson, can be ridden.

Dhua: Moth, 10' long, topaz body, black heads with red eyes & antenna, wings emerald & crimson.

Xoph: Giant Spiders.

Zzumalak: Giant Bees size of bulls.

Zawkaw: Giant bird, 200' wingspan, predator, steel blue.

S D **P** 11 **H** 30 **A** norm dense **G** .9

49 WA'AST

Great Explosion

© E. F. Russell

Pyramid 1963

Physical Human, Strength -1, Dexterity +2.

Mental Rage easily, no discipline, very obstinate.

Culture Clan structure, one clan to a keep, maximum clan size 1,000, 16,000 keeps on planet. No contact between clans except during trading season, once per year in spring, trading signal is inviolate, trade artifacts & women. Besides clans are gypsies, nomadic, live in tents, never fight except for defense.

Techno No metal, canoes, wagons, crossbows.

Import Women, Swords, Weapons, Horses, Boats, Clothing.

Export Lizard Skins, Furs, Sand Gems.

Notes Mostly plains & deserts.

S X **P** 7 **H** 20 **A** norm **G** .8

50 HUDLAR

Hospital Station

© J. White

Ballantine 1962

Physical 6 thick short legs, trunk like grabbers, flexible armor-plate hide, weigh 4000 pounds, radiation tolerant, feed by absorbing liquid through skin. Can survive vacuum for several hours. Skin must be cleaned weekly by high pressure water or sand, as they are susceptible to fungoid skin infection (usually non fatal). Infra-red vision only. Strength 4 dice +4, Endurance 4 dice +4.

Mental Normal.

Culture Strict hierarchy, advancement by vote of next lower class. head of hierarchy is a planetary council of 11.

Techno Up to par.

Import Luxuries.

Export High-pressure Plastics.

Notes Atmosphere 7 times Earth standard, full of plankton & sand, winds up to 600 mph, opaque. **Empire Counselate & Travelers** on planet.

S 4A 6B **P** 10 **H** 40 **A** dense exotic **G** 4

51 ABBA

At the Seventh Level

© Suzette H. Elgin

DAW 1972

Physical Human.

Mental Human, Poet +2.

Culture Similar to Persian Hareem system. Poets have the best possible occupation, they rule government. There is a strict caste system, professions are for life, with a unique occupation-costume. Formality & Politness very important. Any crime is legal if registered, beforehand. Poetry is a gift from the "Holy Light".

Techno Up to par.

Import New Technology, Luxuries, Spices.

Export Poetry, Art, Electronics, Textiles.

Notes **Empire Counselate** on planet.

S 3D 1C **P** 8 **H** 60 **A** norm **G** 1

52 HIVE

Derai

© E. C. Tubb

Ace 1968

Physical Human

Mental Human

Culture Eleven Noble Houses, all trade divided by population base, court held by nobles, fief system, many beggars. In past wars over trade.

Techno Up to par but poor, usually use daggers and swords as weapons.

Import Luxuries, Vacc Suits, Polymers.

Export Honey, Wax, Perfume, Spirits, Wines, Liquors, Royal Jelly (ambrosia, very expensive), all selling done by auction.

Notes Areas not owned by Noble Houses called Freelands, no law in freelands, all sorts of people, medium level radioactivity. Planet is tropical. Wild Bees are telepathic, all help a threatened one:

Small bees, tame, honey producing type.

Sparrow sized bees, red, wild, swarm, deadly, like caves and houses.

S 7D **P** 8 **H** 40 **A** norm **G** 1.1

53 SAYA

Forgotten Planet
© M. Leinster
Ace 1954

Physical Human.

Mental Human, strong accent on self-reliance. Insects +4, Spear +3, Dagger +2.

Culture Benevolent Dictatorship elected for life.

Techno Up to par. Weapons usually spear & dagger. (Bravery ethic encourages face to face fights).

Import Drugs, Self-Reliant (repairable) Technology, Consumer Goods.

Export Iridescent Chitin, Toxins, Tourism, Hunting, Moth & Butterfly fabric, cured to softness (by a secret process).

Notes No animals, only insects, plants, & fungus. An Earth insect that measured 1mm would be 1 foot on this planet.

S D **P** 7 **H** 70 **A** norm taint **G** .9

54 TRULLION

Trullion: Alastor 2262
© Jack Vance
Ballantine 1973

Physical Human, Swimming +2.

Mental Human, usually unused to adversity.

Culture Work as little as possible, distrust technology. Planet divided into 20 states with aristocracy, low profile government. Wandering nomads avoid cities, have boats with wheels.

Techno Up to par, energy & edged weapons.

Import Literature, Boats, Small Propulsion units for boats.

Export Gems, Textiles, Cauch (an aphrodisiac).

Notes One continent near equator, central mountains & volcanoes, lush abundant vegetation, many small islands around continent. Cauch is made from a mold spore found in the mountains of the outlands. Interesting fauna:

Merlings: amphibious, semi-intelligent, nocturnal, have a truce with humans.

Karpour: Tiger like beast found in mountains.

S B 3C **P** 8 **H** 70 **A** norm **G** 1

55 SAMALLE

Zenya
© E. C. Tubb
DAW 1974

Physical Human, Strength +2, Blade Combat, Judo.

Mental Human, warriors, Gun Combat +2, Tactics +3.

Culture caste system, change position by competition, highest caste is warrior, ruled by elected warrior council of 10, warlord has tie breaking vote.

Techno Up to par.

Import Weapons, Radioactives, Information.

Export Mercenaries, Military Advisors.

Notes 4 major continents, numerous small islands, harsh climate, sun is variable causing extreme variations in climate. All native animal life is fast & deadly. **Empire Counselate** on planet.

S A 3B **P** 9 **H** 50 **A** norm **G** 1.4

56 DIOMEDES

War of the Wing Men
Poul Anderson
© Ace 1958

Physical 5' tall, 18' batlike wings, tail with rudder, otterlike body, arms below wings, legs bend backwards, 4 taloned feet, neck 1' long, round head, yellow eyes, black nose, blunt muzzle, cat whiskers, bearlike teeth, short brown fur, omnivore. Abilities include: Knife, Ax.

Mental Normal.

Culture Flocks (tribal), some live in cities, some migrators.

Techno Obsidan knives, flint axes, bolos, leather armour, wood boats.

Import Tools, Weapons, Metals.

Export Furs, Gems, Drugs.

Notes Atmosphere 6 times Earth standard, average temp is 40° F., allergic reactions among humans common, humans need shots to breath, can never eat native food. Research-Trading base on planet.

S B **P** 7 **H** 50 **A** norm dense taint **G** 1

57 MESKLIN

Mission of Gravity

H. Clement

© Doubleday 1957

Physical Catapiller, 18" long, 2" diameter, pincers, front suckers are hands. bisexual egg layers, breath methane & hydrogen. Scared of Heights, Endurance +4.

Mental Normal, scared of anything higher than 4".

Culture Standard.

Techno Primitive, woodworking, carved ice, few dirigables.

Import Plastics, Sugar.

Export Knowledge of low temp chemistry, Exotic Chemicals.

Notes The Sea creatures are hugh. A fall of 6" would kill any natives. Planet is eggshaped. Its gravity varies from 3-700 Gs. Air pressure is 8 atmo. Planet has 200 days of high winds followed by 200 days of calm.

S E **P** 9 **H** 40 **A** exotic dense **G** variable by location

58 AOKU

Blue World

© Jack Vance

Ballantine 1966

Physical Human, Swimming +2, Ocean Survival.

Mental Human.

Culture Humans desended from prison ship, caste system, caste names no longer have meaning, caste names are taken from underworld occupations hoodwinker, larcener, etc., also tribes of savages.

Techno Reed buildings on lilypads, lagoons with netted bottoms, fish & goral in lagoons, smelt fish & plants for copper & iron, bows & swords, produce electricity.

Import Power Cells, Solar Cells, Iron, Steel, Nylon, Plastics, Water Technology.

Export Pollen (sold as Drug X2).

Notes Giant Lilypads float float on stalks, single leaf may be 9 acres, 100' foot pods for private homes. Communications by semaphore towers. Kragen: surfact animal, cylinder with 4 mandibles, 8 palps, 4 eyes on top of turret, black, up to 60' long, sensitive to electric voltage.

S X-water **P** 5 **H** 90 **A** norm **G** 1

59 ALBAZAR

Purloined Planet

© L. Carter

Belmont 1969

Physical Lobsters, 3 eyes, 9' tall, scarlet exoskeleton, egg layers, Stregnth +3.

Mental Normal, abilities include; Bribery, Admin.

Culture Planetary Congress & President, no crimes, wear no clothes or ornaments. 167 major clans, live in clan burrows.

Techno Very sophisticated drug industry, have a credit card system, only one city-built down not up.

Import Luxury Food, Literature, Art.

Export Drugs, Art, Technology.

Notes Planet is all red mud, 100% humidity, low mountains, plants grow very fast, up 10' minute max. **Empire Counselate** on planet.

S A **P** 11 **H** 98 **A** exotic **G** 1.5

60 STHOR

Ultimate Weapon

© J. W. Campbell Jr.

Ace 1966

Physical 7' tall, double-kneed legs, 4 toed feet, covered with mottled gray-brown feathers, 2 eyes vertically positioned, head is hatchet shaped with eyes on edge, ears are cups on a stem, upper eye is large & telescopic, lower eye is small & microscopic, insensitive to yellow, can see ultra-violet. They are sensitive to air pressure, omnivores.

Strength +1, Dexterity +3, Hearing +2, Vision +4, Temp Enduance +4.

Mental Normal.

Culture Nomadic, strong belief in Gods.

Techno Up to par.

Import Radioactives.

Export Techno Equipment, Electronics.

Notes Sun is a Red Giant Variable, temp varies for -60° to +190° F. **Empire Counselate** on planet.

S 4A **P** 9 **H** 40 **A** norm taint **G** 1.1

61 LOAME

Technos

© E. C. Tubb

Ace 1972

Physical Human.

Mental Human, slow & peaceful, strong love of the land, Agriculture +2.

Culture Government by "Growers", vote on all issues. Big families, serfs, main occupation is farming.

Techno Up to par, houses of mortared stone & timber.

Import Fertilizer, Power, Luxuries.

Export Foods, Perfumes, Liquors, Seeds.

Notes Planet barren except for where cultivated for centuries.

Thorge: fast growing thorny tendril like plant, spores drift, acidic sap, spores form a poison smoke.

S 38 **P** 8 **H** 60 **A** norm **G** 1.1

62 MORKATH

Star Barbarian

© D. G. Van Arnam

Lancer 1969

Physical Human.

Mental Human, prejudice against technology. Many "wizards" with minor esper powers

Psi Level +1, Edged Weapons +1, Shuriken +1.

Culture North Continent: 30-40 scattered states, have mercenaries.

South Continent: Unified religious hierarchy, 20 tribes in Northern forests.

Techno Primitive, sword, lance, shuriken, some **First Empire** remnants.

Import Weapons.

Export Gems, Furs, Artifacts.

Notes 2 widely seperated continents, scattered islands. Old pirate base/trade city hidden. Small animals telepathically detect hostility. Interesting fauna:

Kaphai: horned horses, massive, run in huge herds, will stampede.

Cyyu: Poisonous reptile, 1' long.

Bamador: Jungle cat, pelt is highly prized.

S X **P** 7 **H** 70 **A** norm **G** 1

63 VALADON

Man Without a Planet

Lin Carter

©Ace 1966

Physical Human, yellow eyes. Strength -1, Dexterity, Sword +1.

Mental Human, have two languages, formal & informal.

Culture High King, many clans, much fighting between clans but rarely to the death. They pay homage to seven Gods; Jade, Lava, Brass, White Granit, Red Gold, Iron, Kohnwood. They use no beds or chairs, lie prone or sit on cushions.

Techno Mostly swords, some lasers.

Import Techno Eqipment, Spices.

Export Chark (green wine, rarest is in stone bottles), Diamonds, Snowcat Fur, Nickel, Zinc, Copper, Cinnabar.

Notes Planet is mostly plains & desert.

S A 2B **P** 8 **H** 20 **A** norm taint **G** .87

64 ZHA

Tower of the Medusa

© Lin Carter

Ace 1969

Physical Humanoid, broad shoulders, bronze skin, grey eyes, manes of metallic crimson hair, Strength +1, Sword +2, Jungle Survival.

Mental Male warrior dominated society, they treat women as slaves, non-warriors as babies, other warriors as equals.

Culture Caste system, clans, females are slaves, manhood achieved by killing another man.

Techno Swords, no mounted combat, energy weapons starting to appear but frowned upon by code of battle.

Import Powerguns, Liquor, Energy Tools.

Export Dragonskins (worth 16,000), Crystals (worth 1800), Blades (worth 500), Water-repelling Weathercloaks (rare).

Notes Mostly jungle, rainy season lasts 1 month, mecurial sulphide in plants, animals, water-slow poison to humans, vegetation is red, much mist.

S D **P** 7 **H** 65 **A** norm **G** 1.2

65 THOTH

Thief of Thoth

© L. Carter

Belmont 1968

Physical Human, dark purple skin, canary yellow hair.

Mental Human.

Culture Religious hierarchy, worship Cavern Kings, priests wear lizard suits, priests are extremely paranoid.

Techno Up to par, but only used by priests and rarely.

Import Lower classes want Luxury Items, Upper classes want nothing.

Export Gems, Liquor, Steel.

Notes Planet is mostly barren, lot of flourine in air & soil. Remnants of Lizard-like technological race underground. Priests will let pilgrims 7 missionaries in to see artifacts. Ultra rare gems on planet.

S C **P** 9 **H** 0 **A** norm taint **G** .92

66 EHLAI

Coming of the Horseclans

© R. Adams

Pinnacle 1975

Physical Human.

Mental Human.

Culture Horse tribes on plains, imperial cities along coasts, pirates & traders on islands.

Techno Spear, sword, lance, chainmail.

Import Plains: Powersources, Communicators.

Cities: Weapons, Power Sources, Transportation.

Export Gems, Furs, Artifacts.

Two continents connected by island chain, mostly plains, one moon. .001% of population is immortal except by oxygen/energy starvation. Interesting fauna:

Maskis: giant racoon type, 20' long, carnivorous.

Telepathic Cats: mountain lion type, 200 pounds, allied with a plains tribe.

Telepathic Horses: allied with same plains tribe as cats.

S D **P** 8 **H** 80 **A** norm taint **G** 1.1

67 CHAM O LARD

Jack of Swords
© E. C. Tubb
DAW 1976

Physical Human, Strength -1.

Mental Human.

Culture Company owned & run planet.

Techno Up to par, superb ground/air defenses.

Import Weaponry, Power Systems, Information about Mutants, Food, Luxuries, almost anything.

Export Mutants, will provide any type wanted, lay away or cash & carry (they buy & train mutants of all kinds).

Notes Small very cold world, sun is Red Dwarf. Average temp 30°F., high winds.

S A **P** 7 **H** 0 **A** thin normal taint **G** .81

68 TERALDE

Jack of Swords
©E. C. Tubb
DAW 1976

Physical Human, facial filter hair.

Mental Human, abilities include; Horseman, Veterinarian, Bribery.

Culture "Owners" have hugh ranches, all owners support police & laws, owners are the government. No charity given. Wars for land.

Techno Up to par, most buildings of massive stone.

Import Luxuries, Drugs, Security Devices.

Export Chelach Meat (one-half pound feeds a man for a day).

Notes Many crystals in air, causing lung damage & disease. Planet is mostly barren plains. Hugh poverty quarters.

Chelach: size of horse, horns, tail is a club of bone, sharp teeth, very fast.

Insect: 3" long, scavenger, burrower, has an acid sting (dangerous but not fatal) attracted to water.

S D **P** 8 **H** 20 **A** norm taint **G** .95

69 AKIEL

Recall Not Earth

C. C. Macapp

© Dell 1970

Physical weigh 800 pounds, 4 legs, barrel shaped body, neck & head extend from center of body, from middle of body extend 2 arms, 3 fingers & thumb, toed feet, hairy, long neck, eat three pounds of grass per day, neuters smaller & lighter, warriors sterile have snout with teeth. Intelligence +2, Strength 3 dice +3, Dexterity -3, Endurance +3.

Mental Extremely loyal to "Hive".

Culture Intelligent Bee like culture.

Techno Up to par.

Import Weapons, Ships, Mercenaries, Artifacts, Information.

Export Techno Devices, Raw Materials.

Notes Full males are fertile, have hundreds of offspring. Hormones modify the sex/role of child, live up to 4,000 years.

S B **P** 7 **H** 80 **A** norm **G** 1.2

70 VENUS

Big Rain

Poul Anderson

(All About Venus)

© Dell 1968

Physical Human

Mental Human

Scared of open spaces.

Culture Human

Techno Windmill power, hydroponics, fission. Ground transportation-armoured treaded vehicles

Import Luxury items, vacc suits, food

Export Uranium & Thorium

Notes The rain is formaldehyde. The deserts are alkali with heavy winds. Atmosphere is mostly CO2 with some nitrogen. The population lives in domes.

S 4B **P** 5 **H** - **A** dense exotic **G** .9

71 THARK'R-YON

Transition of Titus Crow

© Brian Lumley

DAW 1975

Physical Flying Tyrannosaurus-Rex type, green & gold leather hide, long flexible neck, lay blue & gold speckled 9" oval eggs. Live in deep pools with running water in subsurface caves, air filled globes of fungus provide light.

Mental Normal.

Culture Matriarchy, heavy emphasis on raising young, due to low birth rate.

Techno None.

Import Medical Training, Drugs, Cash.

Export Gems, Woods, Furs.

Notes Large planet, tall mountains, humid, much volcanic activity, no metals. Native life heavily infected with parasites & disease.

S C **P** 8 **H** 50 **A** norm **G** .7

72 FIRENZE

Code Duello

© M. Reynolds

Ace 1968

Physical Human, Strength +1.

Mental Strong sense of honor, bad tempered, always armed, abilities include: Pistol, & Sword.

Culture Government headed by President & nine man council (8 security men, 1 other). During elections anyone is eligible to be called out to duel, the challenged chooses weapons.

Techno Up to par, no anti-grav devices.

Import Luxuries.

Export Liquor, Intelligence Equipment.

Notes Almost every hand weapon known to exist is available on planet. The entire population is paranoid about danger to the state, anyone may be arrested for subversion. **Empire Counselate** on planet.

S A 4B **P** 9 **H** 50 **A** norm **G** 1.3

73 HARMONY

Three to Dorsai

© G.R. Dickson

Nelson-Doubleday 1975

Physical Human.

Mental High religious fervor, little initiative, obstinate.

Culture Head of government is also head of planet wide religion. Two classes of religion; orthodox & moderate, orthodox have restrictions on activities such as proscribed foods. Religion has civil censors to keep population properly faithful, orthodox members use archaic speech. Church is militant, war is just a means to an end.

Techno Poor, but up to par.

Import Everything.

Export Cheap Mercenaries.

Notes **Empire Counselate** on planet.

S 4B **P** 10 **H** 60 **A** norm **G** 1

74 ATHSHE

Word for World is Forest

© U. K. LeGuin

Berkley 1976

Physical Humanoid, 3' tall, front green fur, rear whitish, carnivorous.

Mental Can't leave forest easily, sing & daydream to control themselves, aggression channelled by singing, "Gods" are anyone who changes the environment, an individuals dreams of the environment can change his reaction to the real environment, can not kill easily.

Culture Clan, elders rule, matriarchal, centered on hunting, "Dreamers" are men who speak "old tongue".

Techno Bows, houses in trees, rafts, totally ecology conscious.

Import Mind-expanding Drugs, Reality Drugs.

Export Wood (extreme durability & beauty).

Notes Research Station on bare island, about 40 large islands totally covered with forests, flora & fauna all slightly modified earth type.

S E **P** 7 **H** 25 **A** norm **G** 1

75 COMPRA

Mission to Universe

© Gordon R. Dickson

Berkley 1965

Physical Humanoid, very light bones, golden colored, vision only detects movement except at close range. Strength -3, Endurance -2.

Mental They automatically attack anything moving in their sight except members of their race.

Culture Tribal, warchief rules. Each tribe has own hunting area.

Techno Leftovers from advanced tech. Javelins with energy beams, also duplicate javelins made out of wood.

Import Weapons, ammo, aircraft.

Export Artifacts.

Notes Ruined cities were built in concentric circles. Destroyed in very old atomic battle.

S E **P** 7 **H** 40 **A** low oxy **G** .8

76 PYRRUS

Deathworld

© H. Harrison

Bantam 1960

Physical Human, Strength +4, Reflexes +3.

Mental Warriors, pain resistance, pragmatic, species survival more important than individual survival. Gun Combat +3.

Culture Mining main occupation, all other pursuits directed at survival.

Techno Up to par.

Import Weaponry.

Export Metals, Drugs, Poisons.

Notes All members of population have power-assisted handguns (by tensing muscle in arm gun propels itself into hand). All the native population both flora & fauna in vicinity of human city have only one biological urge: to kill humans. Imagine any kind, shape & size of vicious plant or animal, it's there.

S B **P** 6 **H** 20 **A** norm **G** 2

77 GIRI

The Witling
© Vernor Vinge
DAW Books 1976

Physical Squat, about 5' tall, light gray-green skin, humanoid.

Mental Teleporters (teleport +5 levels) teleport to water for safety. Telekienisis (telekienisis +3 levels) Telepathic within own race only.

Culture Several major kingdoms with royal primogeniture governers. "Guild" of superior minds rules behind the scenes (600 members). The great deserts are used as bases by rebels. They can teleport wind, as a weapon.

Techno Iron & Copper, no motive technology above sailboats.

Import all techno devices, balloons, air-rafts, aircraft

Export Heavy Metals & Quartz

Notes Many artifical lakes, connected by footpaths. All food has metallic poisons. 25 hour day. Interesting Fauna: Watchbear; furry, sandcolored, 4 footed, rotund, passive psionic, 150lbs. **Empire Communications Station** on planet.

S 3E **P** 8 **H** 60 **A** norm taint **G** 1.5

78 DURRENT

Prisoners of the Sky
C. C. MacApp
©Lancer 1969

Physical Human

Mental Human

Culture Population lives on mesas, no larger then 150 x 75 miles. Their fleets are very important. Ballooning +2, Gliding +3.

Techno Helium-lifted, paddle driven blimps and gliders. Helium obtained from plants on lakes in high country. Guano from distant islands imported to mesas, to raise earth plants. Weapons: arrows & catapaults.

Import Powercells, Structural Plastics, Fertilizer, Weapons, Radar.

Export Textiles, Spices, Crystals.

Notes Below mesas is high pressure oxy. Minerals may be below, but under ultra-high pressure. Most common animal is triphibious reptile (swim, walk, & fly).

S X **P** 7 **H** 50 **A** standard oxy **G** 1

79 APACHE HIGHLANDS

Way to Dawnworld

© Bill Starr

Ballantine 1975

Physical Human

Mental Human

Culture Clannlike, Amerind, have free-able slaves.

Techno Not much and like it that way, port cities, broadsword, lance, bow, tomahawk.

Import Tribes want no imports. City dwellers: Luxuries, Mining Equipment.

Export Raw Minerals, Tourism welcomed, good Hunting.

Notes Flying Snake: 20' wingspan, 360° vision, carnivore, may be tamed & ridden.

Lightning Bush: generates high voltage electricity.

Ironbeak: 8" long, dives and hits prey from above, almost never misses.

Screamforhelp: size of tiger, cross between shark & spider, 6" fangs, poisoned claws, 8 legs, very rare.

S E **P** 7 **H** 50 **A** oxy taint **G** 1.1

80 ARGENT

King of Argent

80© J. T. Phillifent

DAW 1973

Physical Humanoid, gold-bronze skin, copper hair, lifespan 100+ years, disease immune, reaction time +25%, Strength +5, heal 6 times as fast as normal, age at two-thirds normal rate.

Mental Human.

Culture Anarchistic, no central government, nomadic.

Techno Bow & arrow, sword, many techno items like linear suspension vehicles.

Import Industrial Chemicals, Spices, Some Techno Items.

Export Special Alloys (Silver, Tin, Iridium, Platinum, Vanadium).

Notes All native life is 6-legged, mostly armored reptilian. Atmosphere is 60% Argon, 25% Oxy, 15% Nitrogen. Temperature range is 68-194° F. Star is White Giant which causes heavy radio static.

S 4A **P** 7 **H** 30 **A** exotic **G** 1.5

81 DILBIA

Spacepaw

© Gordon R. Dickson

Berkley 1969

Physical 9' tall, bearlike, brown or black fur, weigh 500-800 pounds, slow reflexes. Strength +2, Sword +1, Ax +1.

Mental Good-humored, friendly, follow letter of the law but not the intent. Admire deviousness. "Face" is very important. Lying is strictly taboo.

Culture Clan type with unoffical appointed clan leaders. Names are given as a description of person.

Techno Wood culture, 6' sword and harness used by lowlanders, rough triangular axes, rowboats, horselike animals for transportation.

Import Tools, Mech Parts, Anagathics, Textiles.

Export Furs, Blades, Grain, Tin.

Notes Planet is divided into distinct uplands & lowlands. **Empire Conselate** on planet. Have legend of "Cobbly", malicious powerful elflike creature.

S C **P** 8 **H** 30 **A** norm **G** .9

82 LALANI

Cross of Empire

© Christopher Lampton

Laser 1976

Physical Human

Mental Human

Strong direction sense

Culture Live underground, up to 60 km. deep.

Techno Dune buggys, pressurized cities

Import Food, Yeast Machinery & Cultures, Hydroponics, Luxuries

Export Art, Computers & Computer Parts, Polymers

Notes There is no life on the surface of the planet. Population lives in pressurized cities. Surface is covered with scarlet sand & rocks. There is grit in the air, and numerous sandstorms. The planet's diameter is 13.5K. It has a long elliptical orbit, and a temperature range of 80 to 270° F. There is an **Empire Conselate** and **Travelers** on planet.

S 3A **P** 10 **H** - **A** exotic **G** 1.147

83 JANUS

Judgement on Janus

A. Norton

© Harcourt Brace & World 1963

Physical Hairless, large pointed ears, green mottled skin, herbivorous, live up to 3000 years, excellent night vision, bad day vision.

Mental Have a pyschic relation to their forests. Can control weather under certain circumstances. Claustrophobic, dislike non-forest areas, Forest Survival +3, Meteorology.

Culture Live in 1000 year old trees. Rooms are hollowed out of living trees, drink sap of tree. Have a symbiotic relationship with trees.

Techno Heavy alloy swords, spider silk cloth.

Import Textiles (natural fibers only), Spices.

Export Gems, Spices, Psychic Training.

Notes They leave small iridescent statues & artifacts near human settlements. If a humanoid picks one up he is changed into a member of the native race (DNA replaced), the memory of a dead native is implanted, individual has access to memory and memory of dead native.

Owls

Almost the entire planet is forest. Interesting fauna:

Pha: Kangaroolike, slate blue, black mane, no tail, dexterious front paws, herbivore, big jaws.

Quarrin: 5' wingspread, white-grey, eagletype, allied with natives.

Kalkroc: Very large phosphorescent pit spider.

S D **P** 9 **H** 30 **A** norm **G** 1

84 CAPITALIA

Way to Dawnworld

© Bill Starr

Ballantine 1975

Physical all types.

Mental all types.

Culture anarchy, with an elected peace-keeping force.

Techno completely up to date.

Import Consumer Goods of all kinds.

Export Knowledge, Power, Money.

Notes Capitalia is major commercial center of sector. The planet is Jupiter type. There are three rings around it. Inner ring is gas & ice. Middle ring is for businesses. Outer ring is residential. Beyond rings are four heavily armed moons. Storage facilities on planet. **Empire Navybase, Battlefleet, Scout Base, Conselate, Communicator, Travelers** on rings.

S 8A 14B **P** 12 **H** - **A** controlled variable **G** optional, variable

85 ASGARD

Bedlam Planet

John Brunner

© Brunner Fact & Fiction, Ltd.

Ace 1968

Physical Human, Ocean Survival +1, Sail +2, Swim +2.

Mental Human.

Culture Head of government elected by guild presidents who in turn are elected by guild members. All population belongs to a guild. Major guild is responsible for opening up new islands for settlement.

Techno Catamaran, knives, lances, no swords.

Import Plastic Technology, Luxuries.

Export Gallium, Indium, Germanium, Radioactives, Drugs, Spices, Gems, Living Grass of many colors.

Notes Most plants lethal to humans. Seasonal icecaps, many archipelagos.

S C **P** 7 **H** 95 **A** norm **G** 1

86 LITHIA

A Case of Conscience

© James Blish

Ballantine 1958

Physical 12' tall, reptilian, bipedal, marsupial pouch, shaped like kangaroo, 4 fingers, have a mating season, females give birth in the sea, start life as lungfish, metamorph-size into frogs then adult shape. Strength -1.

Mental Totally ethical.

Culture cities designed around a tree.

Techno Natural Gas, Static Electricity, No Magnetism, Trees send coded pulses like radio, used for worldwide communications.

Import Iron, Electronics, Computers, Cybernetics, Aircraft.

Export Drugs, Wood, Silver.

Notes Lithia has elliptical orbit, one moon, 20 hour day, 465 day year, three continents long cold winters, short summers, No Iron. **Empire Counselate** on planet.

S 4D **P** 8 **H** 60 **A** norm **G** .82

87 GARV

Star Surgeon

© Alan Nourse

SBS 1964

Physical Humanoid, 4' tall, 90 pounds, long spindly legs, narrow body, covered in grey fur 3 fingers & thumb, large pale-green eyes. Strength -1, Endurance -1.

Mental Spiteful, strong sense of duty to family & race, blood brother oath is sacred. Abilities include: Bribery, Gemology, Admin, Gambling, Spice Lore.

Culture Based on trading with other planets.

Techno Up to par.

Import Anything.

Export Anything.

Notes The humanoids are symbiotic with a 1 pound ball of protoplasm, which can form any shape, usually covered in pink fur. This symbiot gives humanoids limited empathic ability. **Empire Conselate** on planet.

S 2A 6B **P** 9 **H** 20 **A** norm **G** .9

88 KLOR

Sioux Spaceman

A. Norton

© Ace 1960

Physical Humanoid, 6' tall, fine long black hair, skull peaked on top, large nose, limber toes red eyes, carnivorous, Tracking +2, Horsemen, Sword. Also Humans on planet.

Mental Normal.

Culture Humans enforcing slavery on natives (Ikkinni). Native rebellion in mountains, natives conduct guerrilla raids, live in cliff dwellings, have domesticated animals.

Techno Up to par. Slave collars can transmit pain or death, a stunner shot at the slave collar will either kill the slave or release the collar.

Import Humans: Luxuries, Weapons, Guards, Zoo Animals.
Natives: Stunners, Radios, Horses.

Export Radioactives, Giant Bat Fur.

Notes Three land masses, mostly mountains & plains, 27 hour day, hugh spans of bison roaming plains.

S D **P** 8 **H** 40 **A** norm **G** 1

89 GIANNA

Humanity Prime

© Bruce McAllister

Ace 1971

Physical Humanoid, feet are fins, hands are webbed, Strength -4, on land.
Giant intelligent turtles, back dark, front light, talons, horn plates down vertabra, high death rate.

Mental Turtles, telepathic within species, can tap ancestral memories.

Culture Humanoids, monogamous, anarchistic, friends with turtles.

Techno None.

Import Anti-Fungus Drugs, Gene-Modification Equipment.

Export Psionic Training, Drugs, Gems.

Notes 4 inland salt seas, mild seasons, surface mostly desert. Plants in seas reach from bottom of sea to surface.

S 4E **P** 8 **H** 40 **A** norm **G** .68

90 ARZOR

Beast Master
A. Norton
©Harcourt Brace & World 1959

Physical 7′ tall, lean humanoid, red & yellow skin. 6″ ivory horns that curve up & back, hairless skull. Abililities include: Desert Survival, Knife.

Mental Respect Warriors.

Culture Herding main occupation. Warrior class exists, totem worship, knife feuds.

Techno Longbow, Knives, Stunwands.

Import Medicine, Aircraft, Airrafts, Blades.

Export Frawn Meat & Wool, Gems (Cat's Eye Gems-red/yellow/green).

Notes Planet is mostly Desert & Mountains. **First Empire** Arborium hidden under a mountain, with teleport discs to other locations. Interesting fauna:

Frawn: Fleecy blue wool front, bare hindhalf, curling headhorns.

Yori: 8′ lizard, similar to land crocodile.

S C **P** 7 **H** 10 **A** norm **G** 1

91 WRAKE

A Nice Day for Screaming
J. H. Schmitz
© Chilton 1966

Physical Human.

Mental Human, Farming.

Culture Farming main occupation, ruled by loose council.

Techno Up to par, but gets new technology slower then most.

Import Luxury Items.

Export Diamondwood (value of wood x 10).

Notes Slurps: tongue has a 12-14′ reach, can only extend it 6′ to drag back food.

Clean Up Squad: look like pellets, sink anything unusual.

Humbug: brown, bob tailed, small, lood like monkeys, carnivores, extremely fast reflexes, carnivores, remember & mimic sounds.

Moss Back: like turtle, phlegmatic, psionic, controlles ecology.

Green Web: makes noise like harps, catches big prey, ground under web absorbs catch.

S B 3C **P** 7 **H** 60 **A** norm taint **G** .9

92 DARKOVER

Planet Savers

Marion Z. Bradley

© Ace 1960

Physical Human: Human.

Chieri: Tall, furred, functional hermaphrodite, cross fertile with humans, lightly built, very high dexterity, very limited population.

Yamen: 9' tall, very thin, wear tall feathers in hair, live in deep woods.

Mental Human: Red headed humans usually have psi ability, usually only one power per individual.

Chieri: attempt to increase psionic abilities of other races, their population is limited so they are rarely seen,

Yamen: during ghost wind will attack everything.

Culture Human psionic council rules & directs planet, very conservative, females are protected & sacred. Free Amazons & Bandits also on planet.

Techno Mostly Earth Medival tech, sword spear, no bows or energy weapons, pact against any weapons leaving the hand, have matrix crystals that intensify all types of psionics with training.

Import Aircraft, Armor, Computers, Farm Equipment.

Export Medical Earths, Drugs, Gems, Rare Metals, Silk, Fur, Wine.

Notes Ghost wind causes sexual orgies in all races each spring due to a rare flower pollen. **Empire Counselate & Empire Scout Base** on planet.

S B **P** 8 **H** 60 **A** norm **G** 1

93 DEXTRA

Right Hand of Dextra

© D. J. Lake

DAW Books 1977

Physical Human, 5′ tall

strength +1

Mental Human - appreciative of fertility, will not eat purple colored food

Culture There are five females to every male - polygamy tolerated.

Techno Machines are rare & expensive, there are a few hydrofoils.

Import Powercells, Steel, Farm Mech., Aircraft, Machine Tools, Mech. Parts

Export Anagathics, Fruit, Grain, Copper

Notes All Dextran life is inedible to humans. The planet has a 15% axial tilt, no heavy metals, and little coal or oil. There is one massive continent and a few islands. The population lives on the coast. Native plants are mostly purple, some blue. During the day both the sea and sky is gold, at night both are blue. The atmosphere has a 1.8 density, the days are 24 hours, the year 400 days. The planet has four moons. All native Dextran life has six legs & three nostrils. Interesting fauna:

Gobbler: 2 legs, 2 arms, blueskin, purple fur, slit eyes, 4 digits, human faces, 5′ tall, pointed ears

Hexip: long ears, short gray fur, hooves, donkey size and shape

Centauroid: size of a mule deer, intelligence of dogs

S D **P** 7 **H** 70 **A** oxy dense 1.25

94 PA-LIINA

Singing Stones

© Juanita Coulson

Ace 1968

Physcial Humanoid, 4' tall, white skin, 4 fingered hands, big yellow eyes, see in dark, not able to see in bright light, males braid hair into two braids. Strength -1, Radiation Sensitive.

Mental Normal.

Culture Feudal system, local princes hold slaves, succession through assassination, guerilla war by peasants against nobles led by religious order.

Techno Crossbow, sword, knife, bow, very few lasers, massive stone buildings for land & ariel protection, carts & mule like animals.

Import Nobles: Drugs, Luxuries, Weapons.

Peasants: Weapons, Power Cells.

Export Nobles: Stones (limited quantity), Money, Slaves.

Peasants: Stones (large quantity).

Notes Stones are opallike, produce ecstacy, continued use of stone will result in Disease Immune +1 & Endurance +1 every four years. Stones must be treated once a year. Peasants take stone to Goddess to treat stone, nobles do not know that Goddess exists. One 18' tall living telepathic Goddess on planet, Goddess has a fasttime drug that will either completely cure ailments or kill. Flying birdlike mammals are used by natives for air transportation, it will hold two men, is carnivorous.

S B **P** 8 **H** 60 **A** norm **G** 1

95 ISHTAR

Firetime

© Poul Anderson

Ballantine 1975

Physical Centauroid, 2 armed torso, 4 legs, 3 fingers & thumb, bull-hump over front legs, padded feet, green pelt, red-brown mane, black faces & arms, tails, live 300-500 years, head big & round, large pointed ears, 1 broad flared nostril, cat whiskers, whiteless eyes, males blue, females gold, catlike pupil, females shorter, smaller than males, omnivores. Speed times 2, Balance +4, Dexterity -2.

Mental Admire people with strength & wit. Goals are to get rich & stay rich.

Culture Tribal, similar to Rome, but more democratic. One country owns major continent, and has colonies on others. Pirates & Barbarians outside civilized areas. Base 8 numbers.

Techno Sword, Bows, Spears, Steel.

Import Technology, Weapons.

Export Spice, Wood, Artifacts.

Notes Trinary sun system: G2, Red Giant, & Red Dwarf. Ishtar has 2 moons. 18 hour day, mediterranean climate, many storms. **First Empire Artifacts** in radioactive deadlands. Small human research station with **Empire Communication Station.**

S B **P** 7 **H** 75 **A** norm **G** 1.18

96 NANDY-CLINE

Demon Breed

© J. H. Schmitz

Ace 1968

Physical Human.

Native: 7-8′ long intelligent otter, Ocean Survival +3, Swimming +5.

Mental Human: Normal.

Native: no interest in controlling environment, will react as group to their needs.

Culture Human: live on powered rafts, act as middlemen in all trade.

Natives: family/tribe orientated, no laws except common sense.

Techno Human: powered lasers, powered rafts.

Natives: None.

Import Ecologists, Scientists for planetary research.

Export Pharmeceuticals.

Notes One continent, 8 small islands, many typhoons, large floatwood drifts, floating islands of vegatation. Interesting flora & fauna:

Waterfire: phosphorescent worms, all colors.

Wriggler Apples: 8″ diameter, when contact saltwater they explode.

Incubator: 30′ spherical colony of animals, spiny outside, opens by scratching stick across spine.

Kester: pterodactyl, 16′ wingspan, symbiotic with incubator.

Balath: nuts produce sleep & coma, spore clouds from this plant cause death.

Sea-Haval: like Kester but Cormorant type, weigh up to 600 pounds.

S C **P** 8 **H** 80 **A** norm **G** 1.1

97 GATEWAY I

Gateway

© Frederick Pohl

Ballantine 1977

Physical Human.

Mental Human.

Culture Company owned & run planet.

Techno Top rated, superb military.

Import Money, Pilots.

Export Artifacts (from abandoned alien empire older, larger, & more advanced than First Empire).

Notes Gateway I is an asteroid, has artificial oxy atmosphere & artificial gravity. It has a number of ships from alien empire that "warp" to random locations, ships can targeted but the code settings to target for particular locations not known. There are 1, 3, & 5 man ships, if a larger ship accepts a destination code a smaller ship will not, the destination is dangerous, some 5 man ships armoured. Ships will automatically return from trip with pilots dead or alive, each ship has chemical rockets & warp drive, no weapons. Company will train pilots. Company buys knowledge & artifacts pilots find. Success rate on single trip: 25% die, 20% recieve between 10,000 & 100,000 credits, 5% recieve 1,000,000 credits, .1% recieve 100,000,000 credits.

S A **P** 6 **H** 0 **A** norm **G** 1

98 SARGOL

Plague Ship

A. Norton

© Andrew North

Ace 1964

Physical Humanoid, 6' tall, retractive nails, grayskin, yellow fur, blue-gray or white fur down back & outside of arm, broad faces, large orange-red or green-blue eyes. Reflexes +2, Sense of Smell.

Mental "Face" is very important, don't yield to lower classes.

Culture Clans, some feuding between clans, loser in feud may be slave to winner for a time. There is a 3 day peace in trade villages. Medical needs are taken care of by Storm Priets, wear green robes. All natives wear cloaks & sashs.

Techno Low, use litters or riding beasts for transport, favorite weapon is claw-knife.

Import Catnip, Exotic Natural Scents.

Export Perfume, Wood, Crystal, Koros Gems

Notes Large Plains with 10' grass, small shallow seas. Koros Gems are found in ocean, they are fossilized resin, apricot to mauve in color, heat opalescent. Sometimes chameleon insect hides on Koros Gems, its bite is paralizing, antidote is in native liquor. To get Koros Gems must fight Gorp.

Gorp: reptile, semi-intelligent, lives in shallows, many segmented legs with claws, carapace, nocturnal carnivore. They are hunted with knife & weighted net.

S C 3D **P** 7 **H** 20 **A** norm **G** 1

99 BARGELIX

Outworlder

© Lin Carter

Lancer 1971

Physical Human, no body hair, yellow iris.

Mental Human, small percentage of population has psychic powers, powers usually developed in religious orders (includes generation of electricity). Psi strength level +1, Sword.

Culture Early Viking & Trading type, magic (psi powers) used.

Techno Bronze Age, Swords, Bows, Lances.

Import Steel, Tools, Mech, Spice.

Export Artwork, Blades, Copper, Crystals.

Notes There is a small hidden **First Empire Station** on planet. Interesting fauna:

Dragons: earth type, live in deep caves (one is 80,000 years old, can talk, has treasure hord).

Gnomes: 3' tall max, red eyes, blond hair, upward turned tusks, have stone weapons, family-clan culture, hate humans.

Lopers: like camels, indigo fur, long neck & legs.

Senmuru: dog-headed eagle, weighs 30 pounds, is predator, hunts in packs.

S X **P** 7 **H** 60 **A** norm **G** .92

100 REFUGE

Loafers of Refuge

© J. L. Green

Ballantine 1965

Physical Human.

Humanoid, covered with thick hair, low-light eyes.

Mental Human & natives empathic-can control animals & plants, other Psi abilities appear at random. Natives do not lie.

Culture Human: mostly agriculture.

Native: rule by elders, live in natural homes, like living tree.

Techno Up to par.

Import Human: Farm Mech., Weapons, Radioactives, Luxuries.

Natives: Spice, Drugs.

Export Human: Produce, Wood.

Natives: Fruit, Drugs, Spice.

Notes Many particles in atmosphere, usually quite low light. Interesting fauna:

Fatbirds: eat until cannot move, up to 100 pounds.

Grogroc: up to 20,000 pounds, 2 horns, bad tempered.

Whampus: whale.

Waquil: giant gourds, used by natives as homes at times.

Flying Cat: predator, will attack humans & natives.

S A **P** Human 5 **P** Native 7 **H** 60 **A** norm **G** 1.1

1 Xosa 6
2 Sapleto 6
3 Ganymede 7
4 Osnome 7
5 Ourelle 8
6 Trident 8
7 Lukiat 9
8 Norstrilia 10
9 Hydoria 10
10 Mote Prime 11
11 Star 12
12 Akwair 12
13 Zarathustra 13
14 Xulthoom 14
15 Tran-Ky-Ky 14
16 Argus 15
17 Terminus 16
18 Makassar 16
19 Dawn 17
20 Valeria 18
21 Marune 18
22 Maske 19
23 Trenco 20
24 Astra 20
25 Harmony 21
26 Lani 22
27 Pilos 22
28 Valhalla 23
29 Arcon 23
30 Rigel 24
31 Libaur 24
32 Nevia 25
33 Arrakis 25
34 Tambool 26
35 Watson 26
36 Pao 27
37 Midworld 27
38 Niond 28
39 Tolk 28
40 Scar 29
41 Dicotomio 29
42 Gram 30
43 Eltanim 30
44 Dasor 31
45 Yiktor 31
46 Jontarou 32
47 Ragnarok 32
48 Laon 33
49 Wa'ast 34
50 Hudlar 34
51 Abba 35
52 Hive 35
53 Saya 36
54 Trullion 36
55 Samalle 37
56 Diomedes 37
57 Mesklin 38
58 Aoku 38
59 Albazar 39
60 Sthor 39
61 Loame 40
62 Morkath 40
63 Valadon 41
64 Zha 41
65 Thoth 42
66 Ehlai 42
67 Cham O Lard 43
68 Teralde 43
69 Akiel 44
70 Venus 44
71 Thark'r-Yon 45
72 Firenze 45
73 Harmony 46
74 Athshe 46
75 Campra 47
76 Pyrrus 47
77 Giri 48
78 Durrent 48
79 Apache Highlands 49
80 Argent 49
81 Dilbia 50
82 Lalani 50
83 Janus 51
84 Capitalia 52
85 Asgard 52
86 Lithia 53
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89 Gianna 54
90 Arzor 55
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97 Gateway I 61
98 Sargol 62
99 Bargalix 63
100 Refuge 64

The First Empire died in a blaze that lasted a thousand years. It spanned a large part of the Galaxy at its height, and its ships had explored the rest. On Hub, a complex artificial planet located near the center of the Empire, the ruling council met, and discussed the problems and solutions of controlling the destiny of this vast area. The council was drawn from the ruling classes on tens of thousands of worlds, and many of these worlds had ambitions on other planets. The huge Merchant Houses fought bitterly and violently to control the profitable trading routes, and to control the larger share of the Empire's wealth.

At last, the eons of relative peace were broken by one of the smaller houses. One of its far-flung scouts had found a strange capsule floating in the void between the galaxies, and this held a weapon of terrible power, described only as the Hammer. At first, the Hammer was used only against other Merchant Houses, but as time went on, and the Hammer was undefeated, the House of Talane began to use it in a program of planetary conquest, and raised the standard of revolt within the First Empire.

The First Empire, forced to retailiate by the Articles of Empire, fought back with its fleets and its own powerful weapons. The galaxy disintegrated into conflict, and the wars lasted for a thousand years. As more and more battles were fought, and more ships lost and worlds destroyed, knowledge was lost, and soon the war died out as the skills of manufacturing and repairing starships were lost or forgotten. The few surviving Starcaptains fled to their home stars, to carve out personal empires or to be welcomed home as shields against the packs of raiders that wandered the once-safe starlanes virtually at will.

The Interregnum lasted for 4,000 years, and gradually the knowledge of starships began to be rediscovered. New Stellar Empires formed, and fought, and merged. Finally, in the year 8749 F.E. (First Empire), the Second Empire was formed, and the calendar was begun again at year zero. This Empire controlled barely a part of the territory of the First, and did not have the technology to hold a larger part. From their built-up and heavily populated central core, they sent sporadic warships and colonies into the adjacent areas, and cleansed this area of races that were dangerous to them. Beyond this shell of colonies and protectorates was another shell of stars, where the Second Empire had sent scouts, and explored to some extent, but this area was a wild place, with no law other than violence. Beyond this was the rest of the vast galaxy, where none had heard of the Second Empire except in vague rumor. In these lonely parts could be found anything, from empires to lost worlds of the First Empire, and colonies forgotten for a thousand years.

The inner sphere of the Second Empire was patrolled by its powerful fleets. The great Merchant Houses, some of which had survived from the time of the First Empire, controlled all of the trade in this area, and the competition was fierce and deadly. Each Merchant House had its own scouts, its own warships, and most were active in the massive intrigues that constantly threatened to dethrone the current Emperor. In the areas that were colonized and occasionally visited by ships of the Empire, smaller traders flourished. With smaller numbers of ships, sometimes with only one ship, they plied the starlanes, making a profit where they could, often trading advanced technology to science-hungry natives. Always there was the chance of finding artifacts from the First Empire, which could be sold to or stolen by dozens of different groups. The few brave souls who laughed at danger and advice, who flew beyond even this shell, and into the wastelands where only the scouts had been, seldom returned. Those who did had tales of rare finds, of wonderful planets, and of danger in all shapes and variety. Here the rare few found the danger they were looking for and the profits, and often death.

Spacefarers Guide has a brief description of 100 planets in the wastelands. Even the brief descriptions in this guide have cost many men their lives. If you are brave or foolish enough to venture into the wasteland may this guide help you, and the Odd Gods of the Galaxy be with you.